



# JUMP POINT

ISSUE: 13 06

RSI SALVATION

A YEAR IN THE 'VERSE: 2955

DRAKE CLIPPER

INTERSEC DEFENSE SOLUTIONS



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## FROM THE COCKPIT

### GREETINGS, CITIZENS!

Phew! As we approach the end of the year, it's safe to say it's been the busiest of the whole project so far, with new content landing almost monthly. Alongside these regular new adventures and the overarching stories holding them together, new vehicles continued to take off, with many releasing at the annual in-game events scattered across the year. To wave off the last 12 months and get you up to speed as we hit the ground running in January, we're looking back at some of the key events of 2025.

But first, we're going Behind the Scenes of RSI's starter salvager and the first of its kind in the 'verse, the RSI Salvation. Here, a simple brief led to a simply effective ship, but one that would also further define the RSI art style as the brand enters new markets.

all-new vehicle with an all-new classification: the Drake Clipper 'Generalist' ship. Unlike the Salvation, which followed its brief exactly, the Clipper evolved into something entirely different as development progressed.

As usual, we've got some all-new lore from the Narrative team, this time giving us the full backstory of InterSec Defense Solutions, the naval contractor you'll be seeing more of in the coming months.

Thank you for joining us on the *Star Citizen* journey and for flicking through **Jump Point** each issue. We'll see you all in 2956 when the adventure continues!

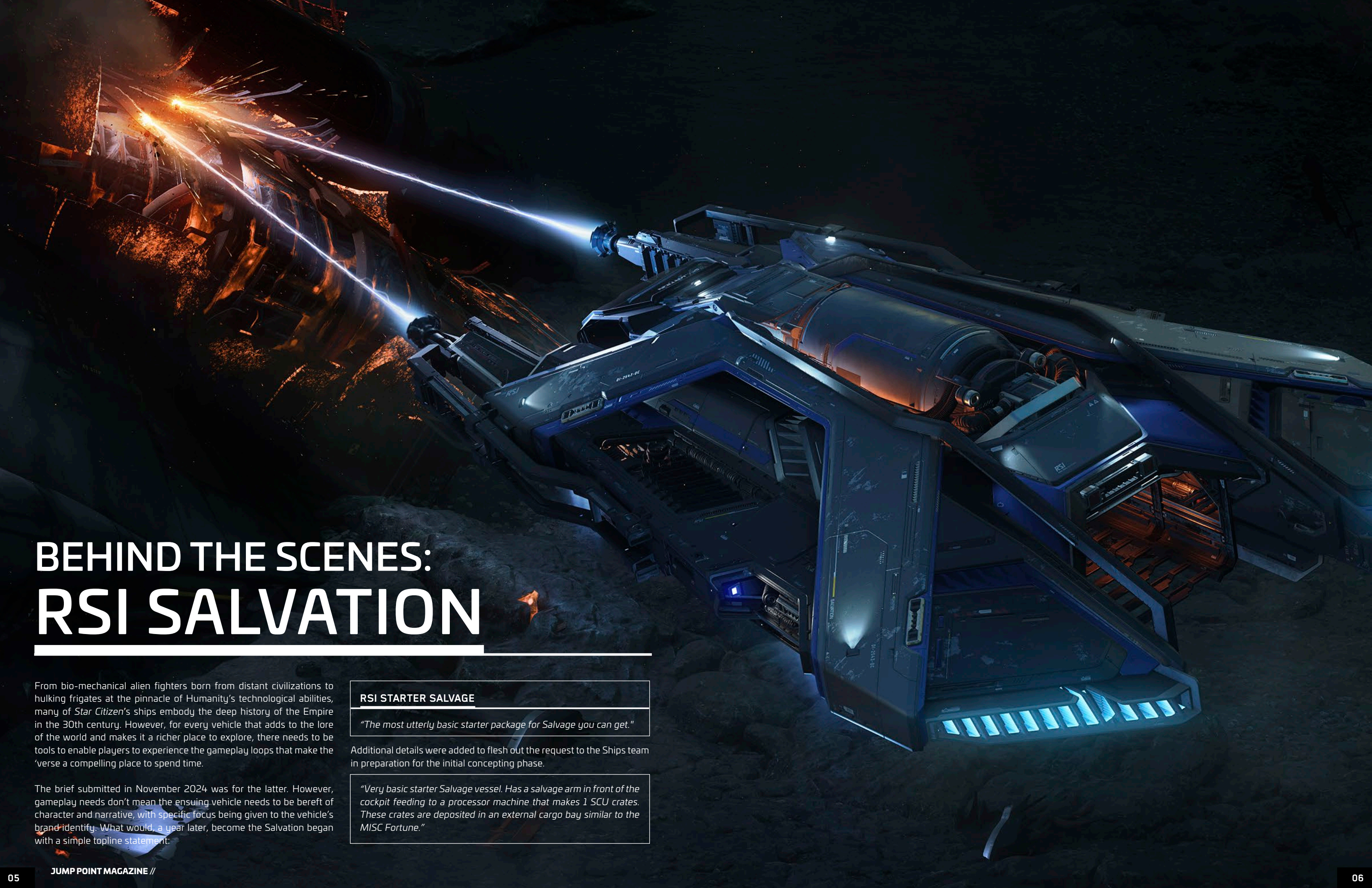
We're also looking into the development of an *Jump Point Team*

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# BEHIND THE SCENES: RSI SALVAGE

From bio-mechanical alien fighters born from distant civilizations to hulking frigates at the pinnacle of Humanity's technological abilities, many of *Star Citizen's* ships embody the deep history of the Empire in the 30th century. However, for every vehicle that adds to the lore of the world and makes it a richer place to explore, there needs to be tools to enable players to experience the gameplay loops that make the 'verse a compelling place to spend time.

The brief submitted in November 2024 was for the latter. However, gameplay needs don't mean the ensuing vehicle needs to be bereft of character and narrative, with specific focus being given to the vehicle's brand identity. What would, a year later, become the Salvation began with a simple topline statement:

## RSI STARTER SALVAGE

*"The most utterly basic starter package for Salvage you can get."*

Additional details were added to flesh out the request to the Ships team in preparation for the initial conceiving phase.

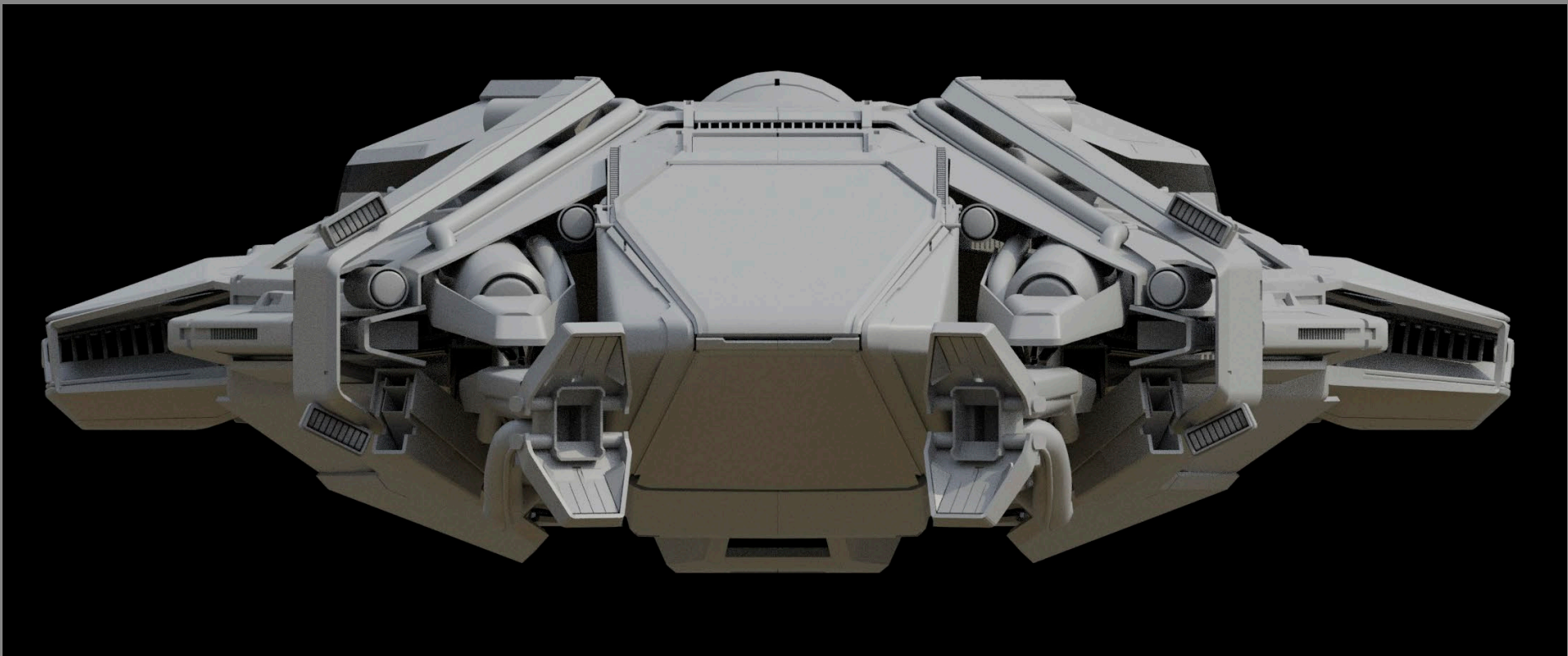
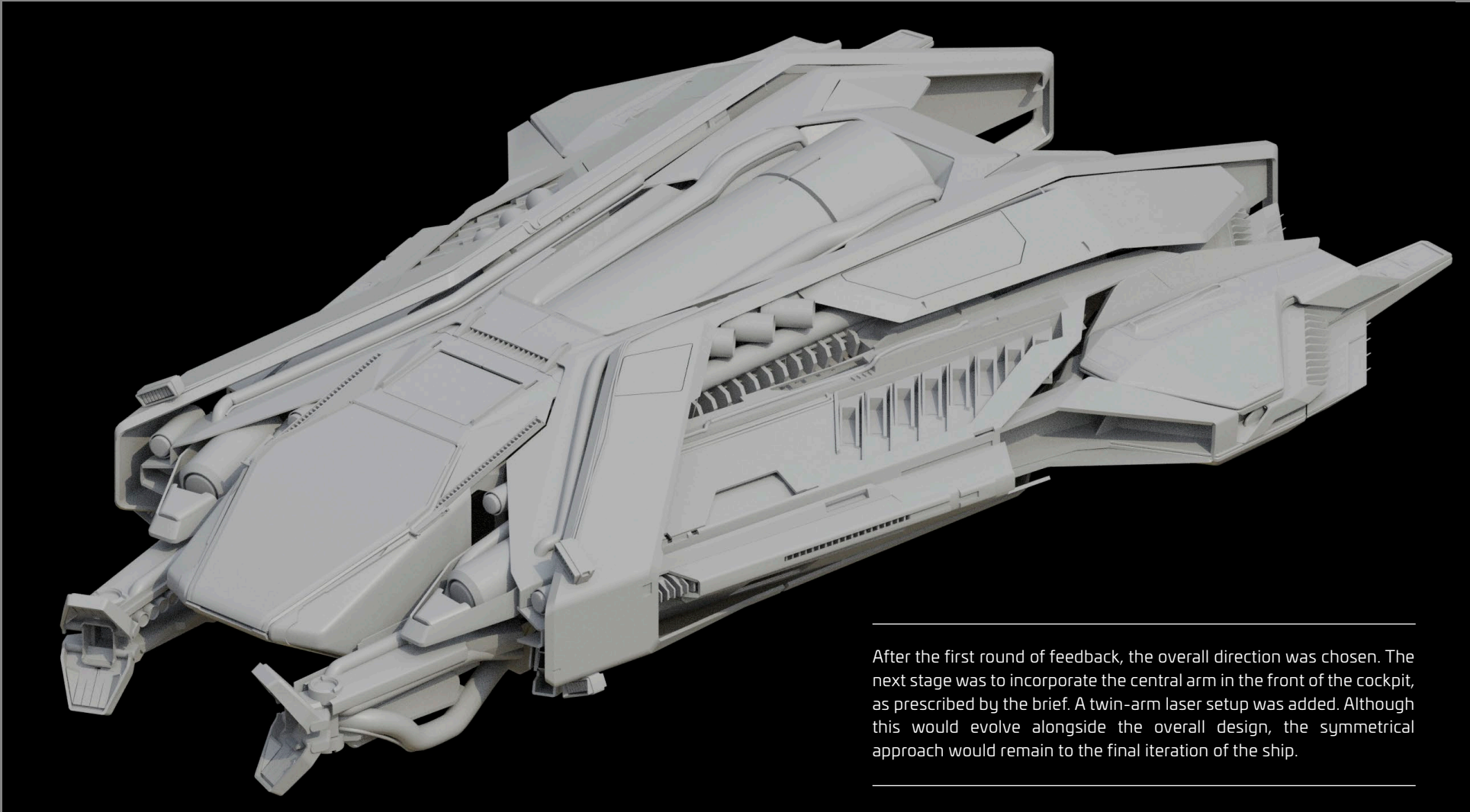
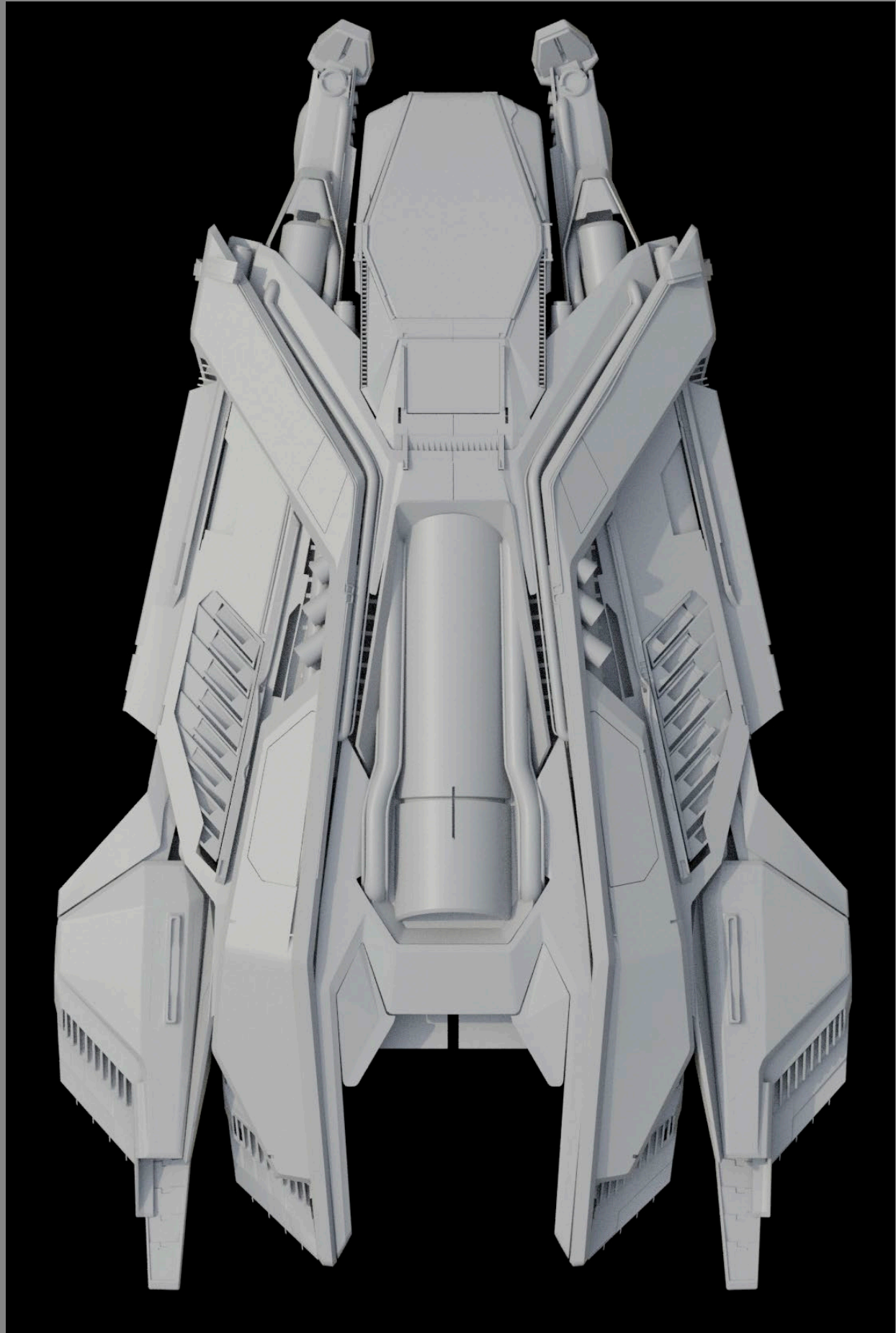
*"Very basic starter Salvage vessel. Has a salvage arm in front of the cockpit feeding to a processor machine that makes 1 SCU crates. These crates are deposited in an external cargo bay similar to the MISC Fortune."*



Concepting began with kitbashing and basic geometry exploration. With RSI stated in the brief, basic elements of the brand's identity were considered, though the initial aim was to create a compelling shape for its first foray into the salvage industry. Where it makes narrative sense, the plan is for the major manufacturers to be represented in each career path, so this stage was key to refining RSI's industrial aesthetic.

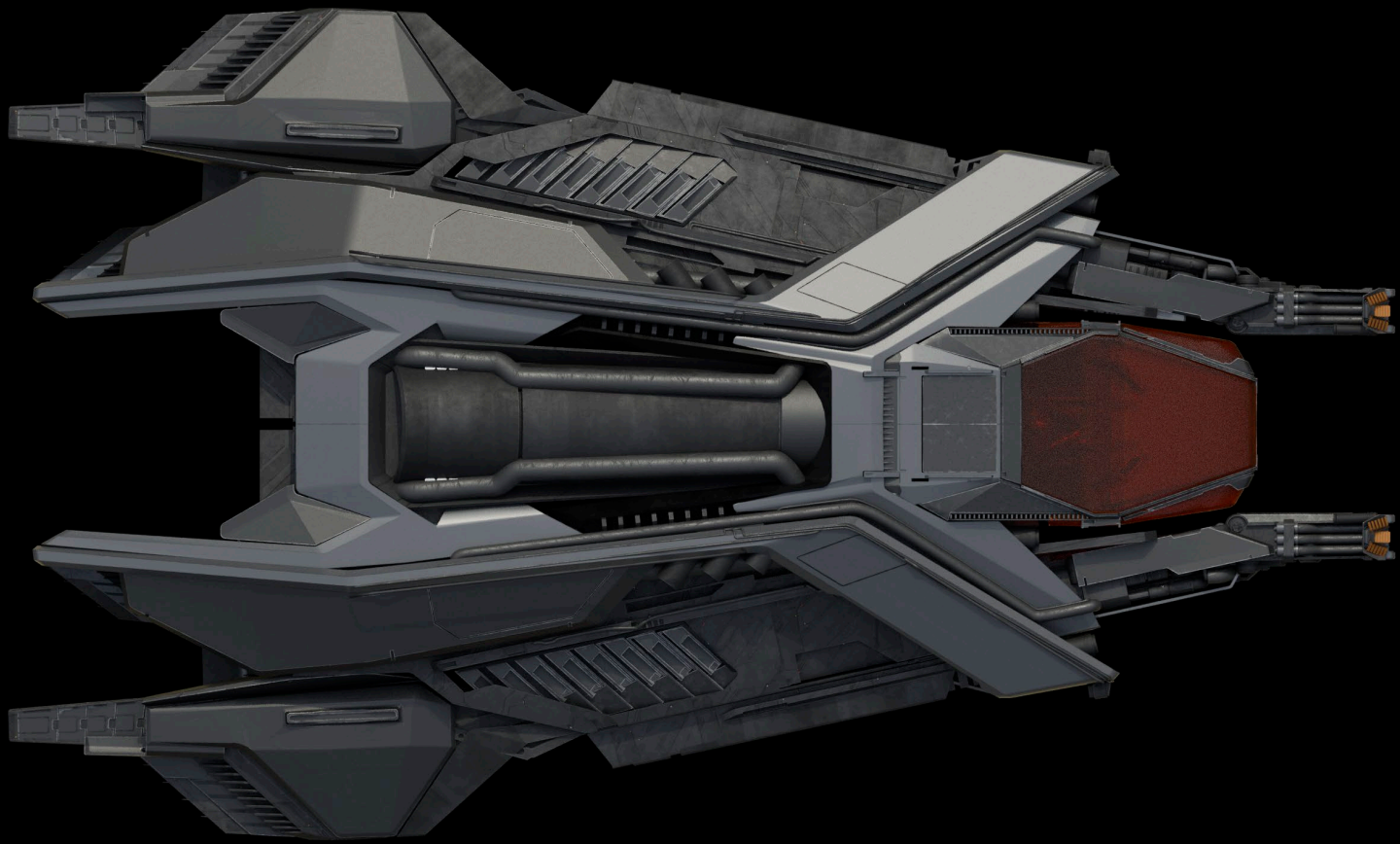
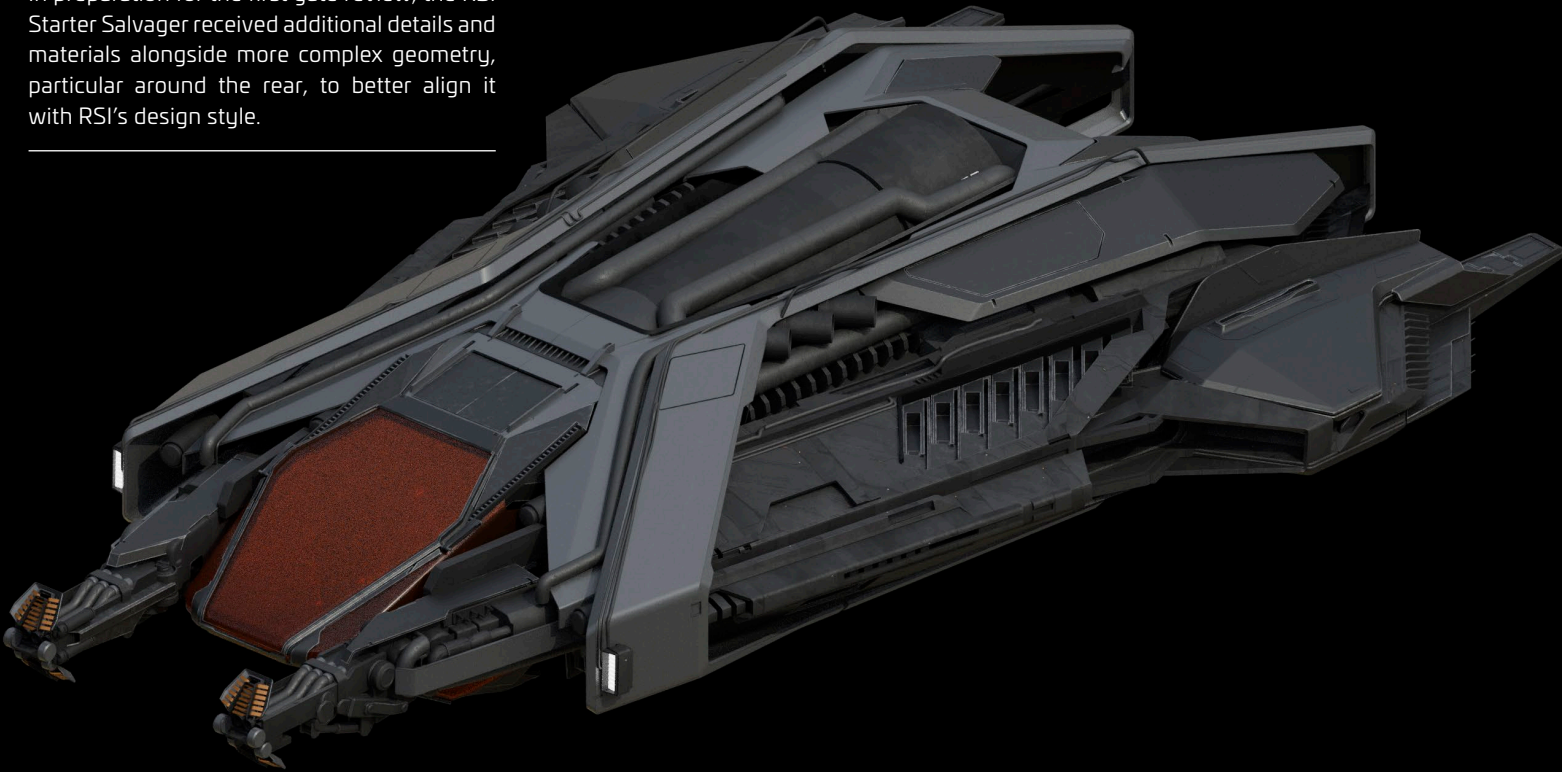




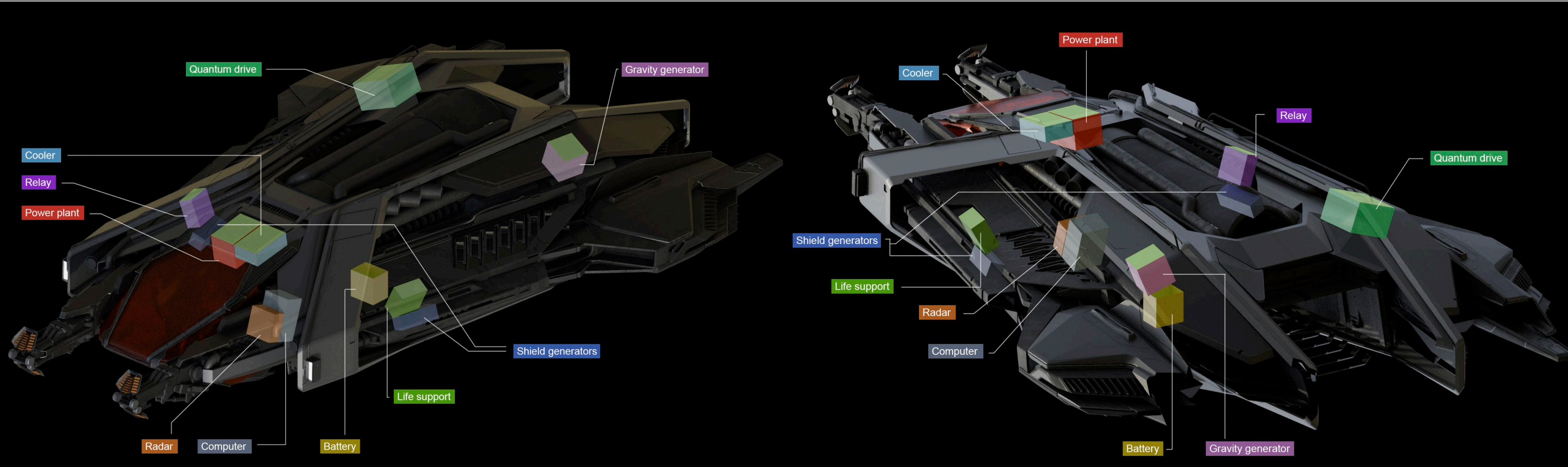




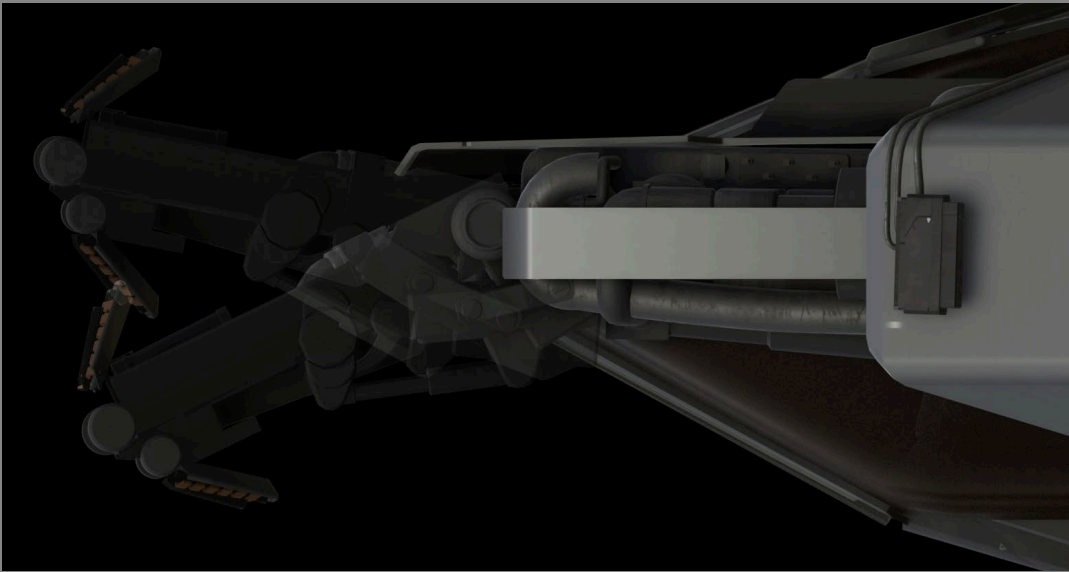
In preparation for the first gate review, the RSI Starter Salvager received additional details and materials alongside more complex geometry, particular around the rear, to better align it with RSI's design style.





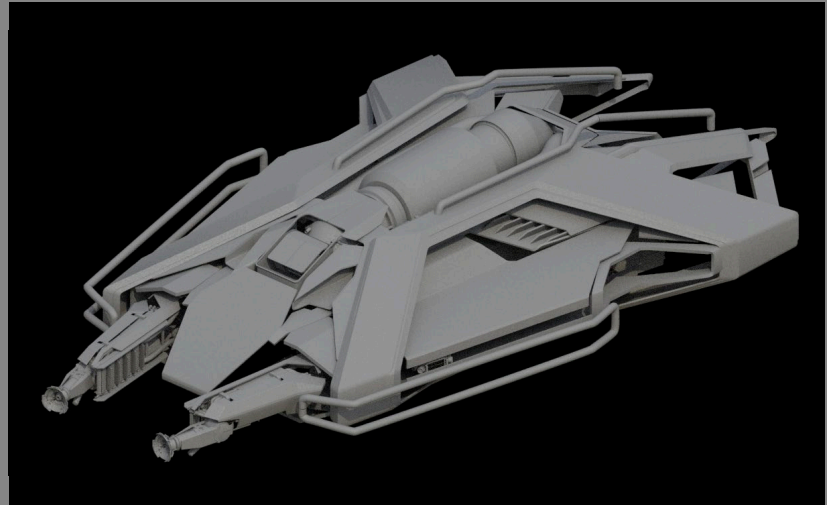


Part of the gate review involves assessing whether the ship will work the way it's intended to when implemented. A key part of this is component access, which was shown in a simple diagram. The salvage-arm reach and cargo system were detailed here too.





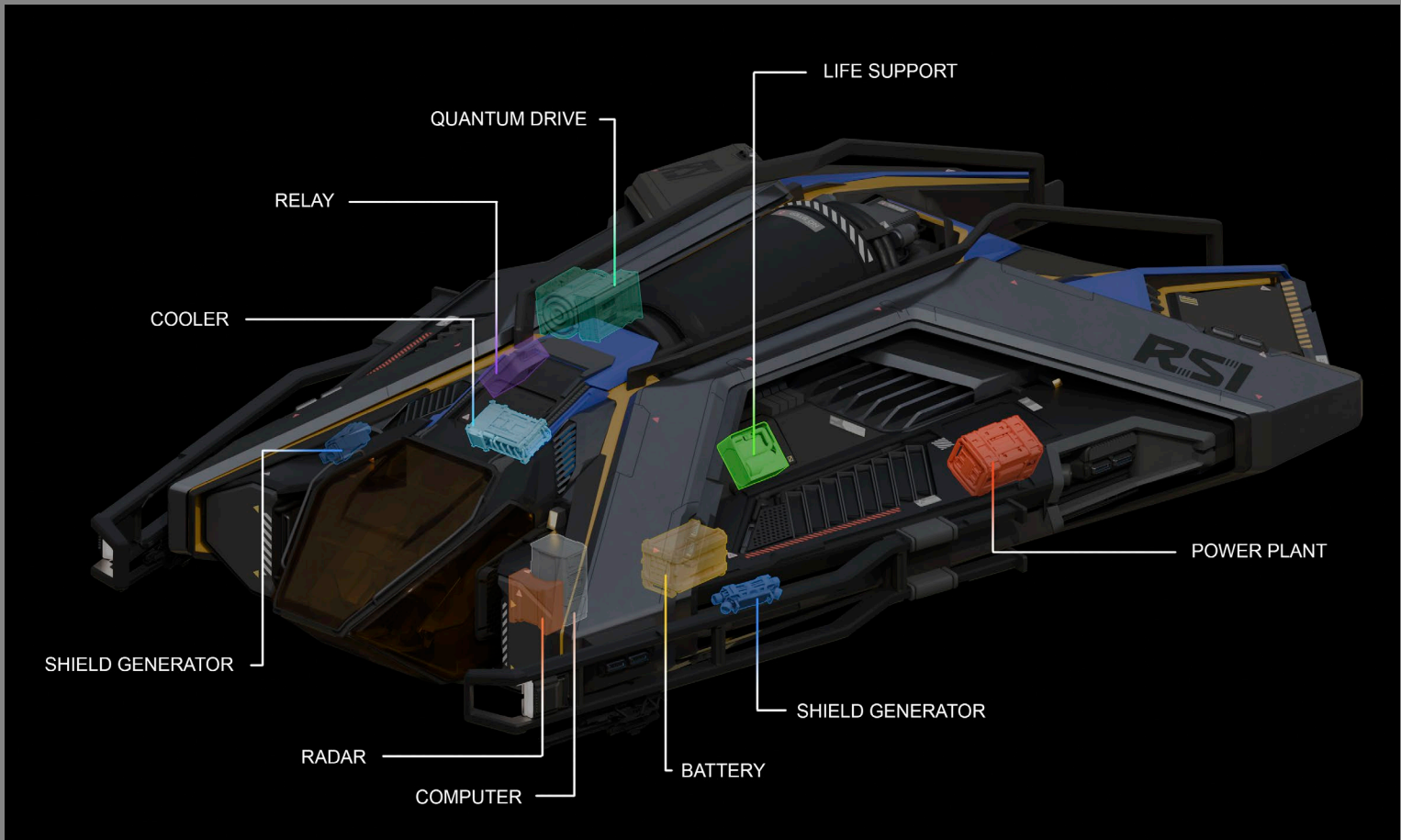
Following sign off of the ship so far, a full grey-to-whitebox pass was completed, including the centrally mounted salvage system. As it progressed, materials and colors were added alongside RSI-specific details, like the cockpit shape, venting, and decals.







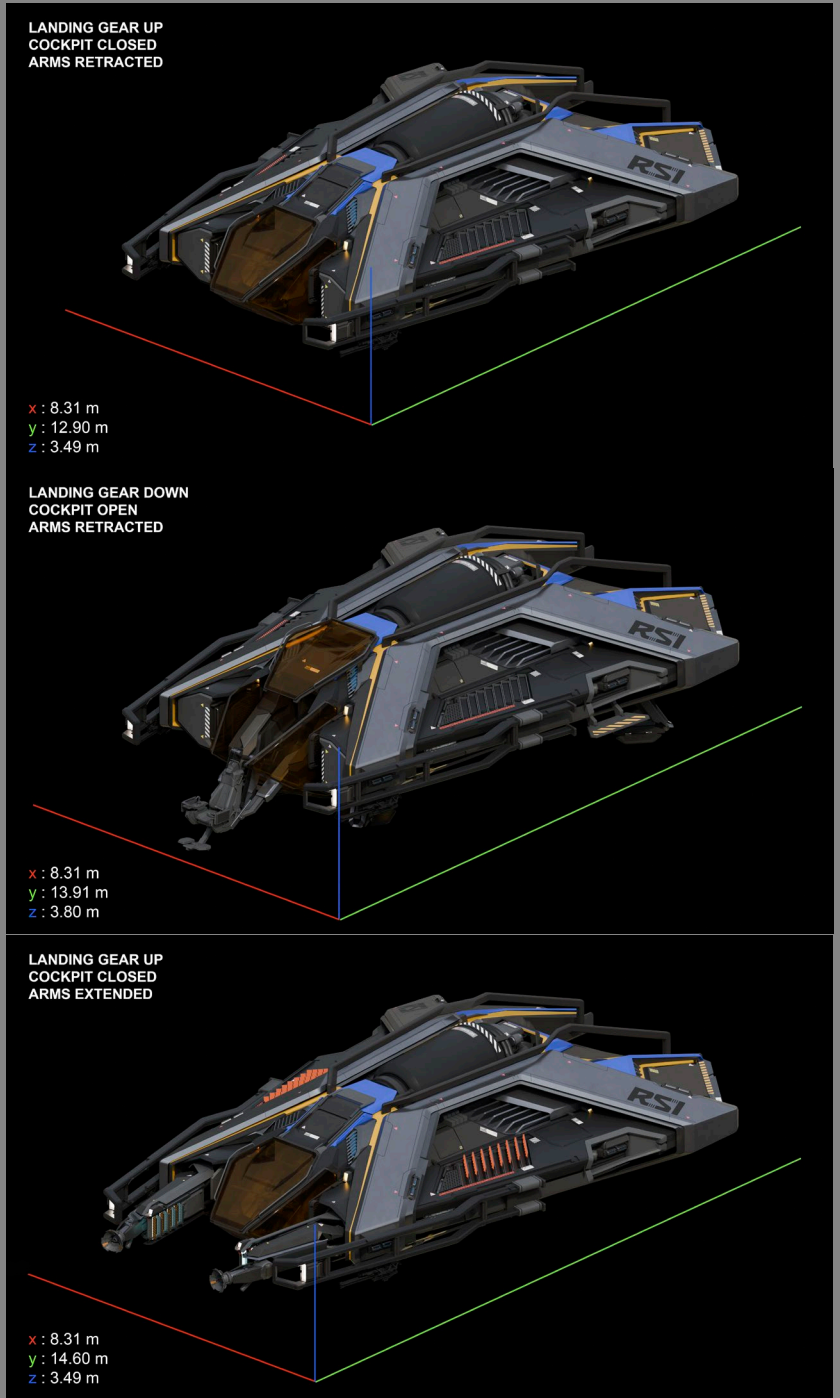
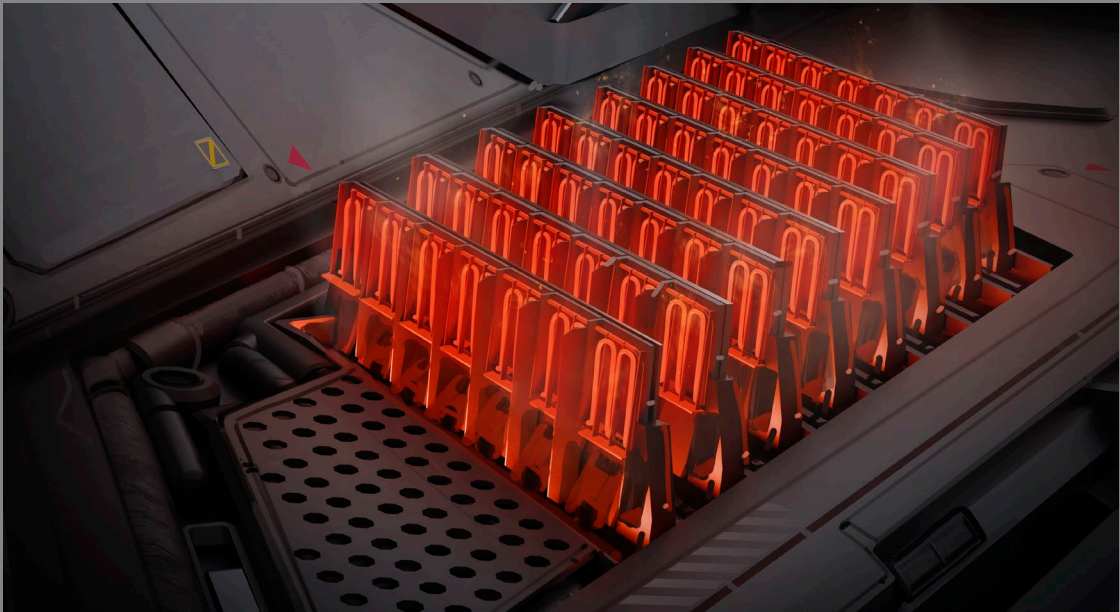
The final concept was completed for handoff to downstream teams. Component placement and access were updated, though this version intentionally kept the salvage system retracted, as it would be detailed extensively in additional material.







Here, the salvage arms and radiators were shown in detail along with the various landed, flight, and salvage arm states. Following sign off, the ship began its journey through implementation via a full Narrative pass, where it was officially named the Salvation.







As soon as it was available in-engine, the Marketing Art team created the images that would be used to unveil the Salvation to the community at IAE 2955. As *Star Citizen's* first starter Salvage ship, it quickly became many citizens' first experiences with the career. It also solidified elements of RSI's contemporary aesthetic for future use.







Join us as we bookend this momentous year by looking back at each month's major content releases, from the frantic Fight for Pyro to the momentous opening of the Nyx jump points.



JANUARY : FIGHT FOR PYRO

The year began with the fallout from 2024's explosive Save Stanton finale, which saw the fate of the lawless Pyro system in the hands of three vigilante groups. Following a seemingly motiveless attack on Stanton by the Pyro-based Slicers gang, the citizens of Stanton came together with the goal of ending the conflict once and for all. However, each faction's means to the end differed, and a shocking revelation

would rock Stanton and those who hoped to save it.

Citizens could join the Frontier Fighters, Citizens for Prosperity, or Headhunters in their battles to control the system across a variety of missions across the red system. Rewards included faction-specific ship paints and a Pyro-themed Ripper SMG.

EVENTS: RED FESTIVAL

VEHICLES: MISC FORTUNE



FEBRUARY : SUPPLY OR DIE

After being blindsided by the news that the Slicers gang was actually the Frontier Fighters, and last year's Idris attack on Stanton a false flag operation to turn Stanton against Pyro, attention turned to combating the new foe.

Citizens could choose to supply either the virtuous Citizens for Prosperity or the outlaw Headhunters gang as they stocked up supplies for their battle against this common foe. Rewards for helping each faction stock up included unique ship paints, a graffitied Ravager shotgun, and a decorative hangar diorama.

EVENTS: CORAMOR

VEHICLES: ANVIL F7C-M SUPER HORNET MK II, HEARTSEEKER MK II UPGRADE KIT





MARCH : ALPHA 4.1 ORBITAL ASSAULT

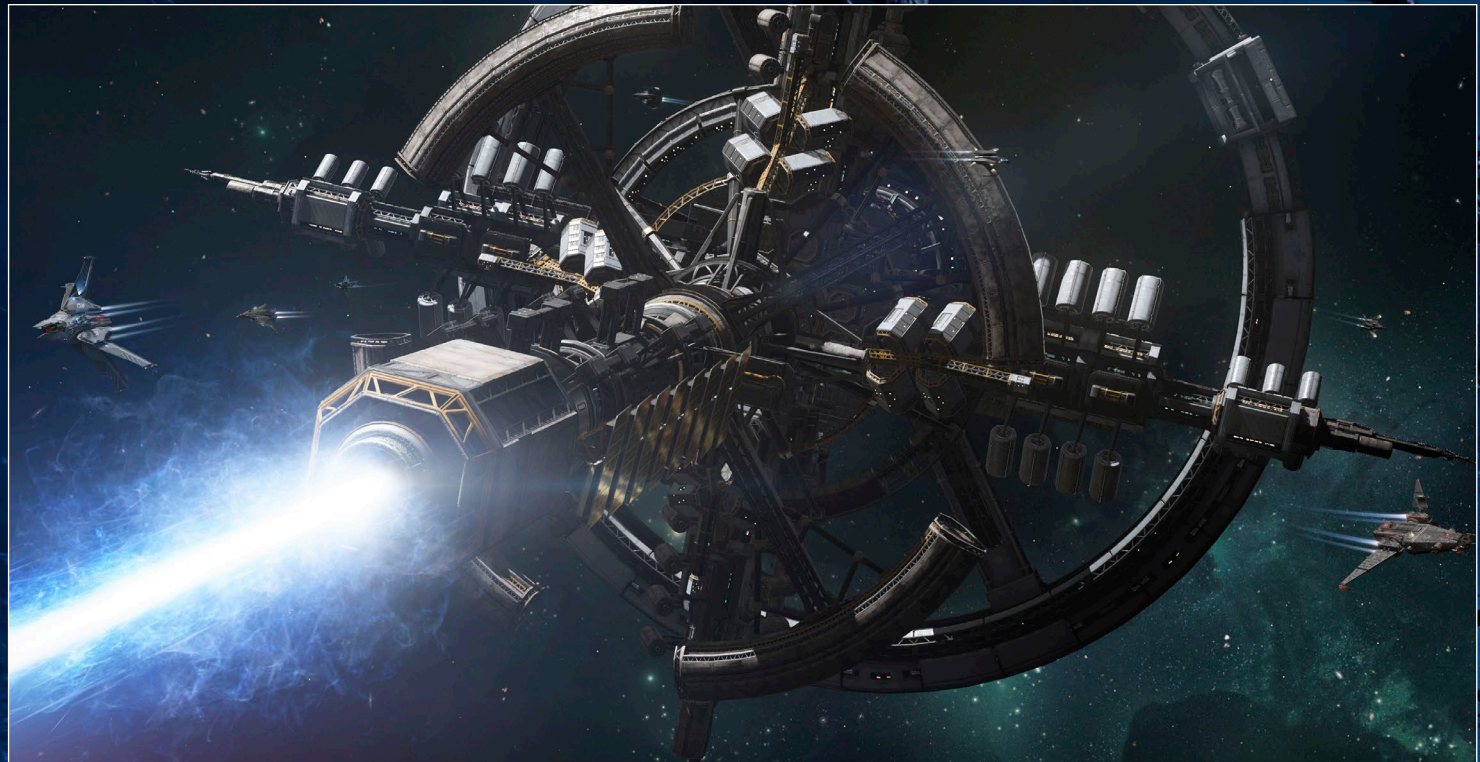
More drama hit the Empire in March, as one of the most vital technologies that empowers Humanity stopped working. Reports of imprint and regen technology failing struck fear into the spacefaring community, with the potential to ground dangerous industries and military pursuits. In response, the Empire's leader, Imperator Addison, relaxed restrictions on wildcard science in hopes of finding a solution. In turn, this led to an increased demand for rare minerals and resources, which is where enterprising citizens came in.

Pilots were tasked with joining forces to activate a vast mining laser in orbit over Daymar before heading planetside to recover unearthed rare minerals. However, these treasures were only found among the unground lairs of the valakkar, a dangerous worm-like creature that didn't take kindly to trespassers.

Also, Wikelo, a mysterious Banu, landed in the 'verse, bringing with them a wealth of new gear they accepted trade for.

EVENTS: STELLA FORTUNA, CAPTAINS OF INDUSTRY

VEHICLES: ARGO ATLS GEO, DRAKE GOLEM



APRIL : TRIGGERFISH

Honey, we shrunk the ships... As is tradition, we took a break from space battles and orbital lasers in April to celebrate the Triggerfish 2955 in the 'verse. Originating from Borea in the Magnus system, whose habitants would convince travelers about the hidden planet named Triggerfish, it became the 30th-century equivalent to April Fools. This year, the *Star Citizen* devs shrunk the players, giving brave pilots the opportunity to tackle massive-sized threats in a limited *Arena Commander* mode.

EVENTS: TRIGGERFISH





MAY : INVICTUS LAUNCH WEEK

The UEE military’s annual celebration of guns and glory returned to Stanton, brining with it a wealth of new combat vehicles to help citizens on their ongoing vigilante and humanitarian pursuits. Once a farewell tour for new naval recruits, Invictus Launch Week has evolved into a huge military ship show, giving citizens the chance to see the Empire's most deadly war machine up close and personal. This year’s saw several new combat vehicles take off into the ‘verse, including the mighty Aegis Idris P capital frigate.

Invictus 2955 saw the first class of Gilly’s Training School graduate through a series of increasingly challenging missions to teach them the ropes before mastering more advanced space combat techniques.

EVENTS: INVICTUS LAUNCH WEEK

VEHICLES: ANVIL ASGARD, AEGIS IDRIS P, GREYCAT MTC, MIRAI GUARDIAN MX, MISC STARLANCER TAC





JUNE : ALPHA 4.2 STORM BREAKER

June saw citizens picking up where Alpha 4.1 left off, with citizens being tasked with uncovering the research methods of Associated Science & Development, a disgraced research company tackling the regen crisis. The adventure began with curious citizens combing through the company's data complex on Pyro IV before traversing the vicious storms of Pyro I to the ASD research facility. The revelation? ASD's chief scientist,

Dr Logan Jorrit, had been undertaking ethically devoid experiments on the native valakkar creature in his attempt to end the regen crisis.

*"I will not stop pursuing our ascension. Humanity can be so much more than we are and I am finished being constrained and deterred by small minds with no vision."* Dr Logan Jorrit

EVENTS: ALIEN WEEK

VEHICLES: ESPERIA PROWLER UTILITY



JULY : ALPHA 4.2.1 RACE FOR STANTON

With the regen crisis still in full swing, Stanton's big four answered the Empire's call for support. Citizens were asked to support their favorite mega-corp anyway they could, be it mining minerals, hauling supplies, defending deliveries, or 'acquiring' necessary materials in support of their research. Enterprising pilots would be rewarded with weapons, tools, armor, and paints of their chosen company, while the corporation that generated the most SCU would become the new namesake of the Pyro-Stanton jump point.

The winner? Everyone's favorite weapons builder and intergalactic arms dealer, Hurston Dynamics!

- Hurston Dynamics: 337,131,104 SCU
- microTech: 249,131,344 SCU
- Crusader: 205,035,536 SCU
- ArcCorp: 193,710,144 SCU

EVENTS: FOUNDATION FESTIVAL, SHIP SHOWDOWN 2955 PHASE 1

VEHICLES: RSI METEOR





AUGUST : ALPHA 4.3 DARK TERRITORY

Storm Breaker wasn't the last we'd heard of Dr Jorrit. August saw news of the disturbing levels that Dr Joritt went to in his pursuit of science. ASD's Onyx facilities were the star of Dark Territory, with brave delvers heading as deep into the sprawling labs to discover the real depths of

Joritt's depravity and finally put an end to his research. Brave citizens unearthed the biggest bombshell of Joritt's already shocking career – suggestions that Vanduul were experimented on too.

EVENTS: SHIP SHOWDOWN PHASE 2

VEHICLES: KRUGER L-21 WOLF



SEPTEMBER : ALPHA 4.3.1 VIRTUE'S DESCENT

Having barely escaped from the Onyx facilities, citizens received a lucrative offer from the Hockrow Agency: return to the labs, enter the previously inaccessible lower floors, and finally solve the ASD mystery once and for all. This seemingly simple delve to retrieve biological samples turned into anything but, with confirmation that Jorrit had been experimenting on live Vanduul. Although not an official

representative of the UEE, Jorrit's unethical practices could cause huge repercussions for the Empire and its people, as the alien species surely won't take kindly to his work. While Jorrit's experiments are over, Jorrit is still on the loose and the consequences of his actions have not yet been felt in the UEE.

EVENTS: PIRATE WEEK, SHIP SHOWDOWN FINALE

VEHICLES: RSI APOLLO





OCTOBER : ALPHA 4.3.2  
FRACTURED FRONTIERS

The fight for Pyro continued in October, with the Citizens for Prosperity and Headhunters both seeking to end the Frontier Fighters’ reign of terror. Despite differing endgames, both vigilante groups understood the need to find the terror group’s leader, Amelia Boyd.

Citizens could choose either to support, with outfits and vehicle paints being awarded as phases were complete. The main difference was the intended outcome, with the Citizens for Prosperity seeking Boyd alive to face her crimes, while the Headhunters wanted violent retribution. In the end, Boyd was traced to a stolen RSI Polaris, which the Headhunters and their allies destroyed in an explosive space battle. Only they know her exact fate...

Imperator Addison also reinstated regulations around scientific research to prevent another Jorrit situation. While the regen crisis hasn’t been solved, she pledged that the UEE will continue to hunt for a solution. ASD as a company persists, though its CEO blamed everything on Jorrit, claiming he was working entirely alone and without support from the board.

EVENTS: CITIZENCON DIRECT 2955,  
DAY OF THE VARA

VEHICLES: ANVIL PALADIN,  
GREY’S MARKET SHIV, ESPERIA STINGER





NOVEMBER : ALPHA 4.4  
WELCOME TO NYX

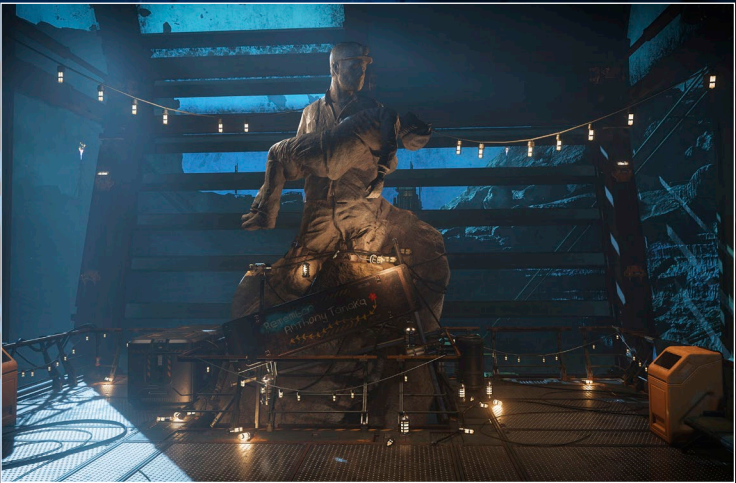
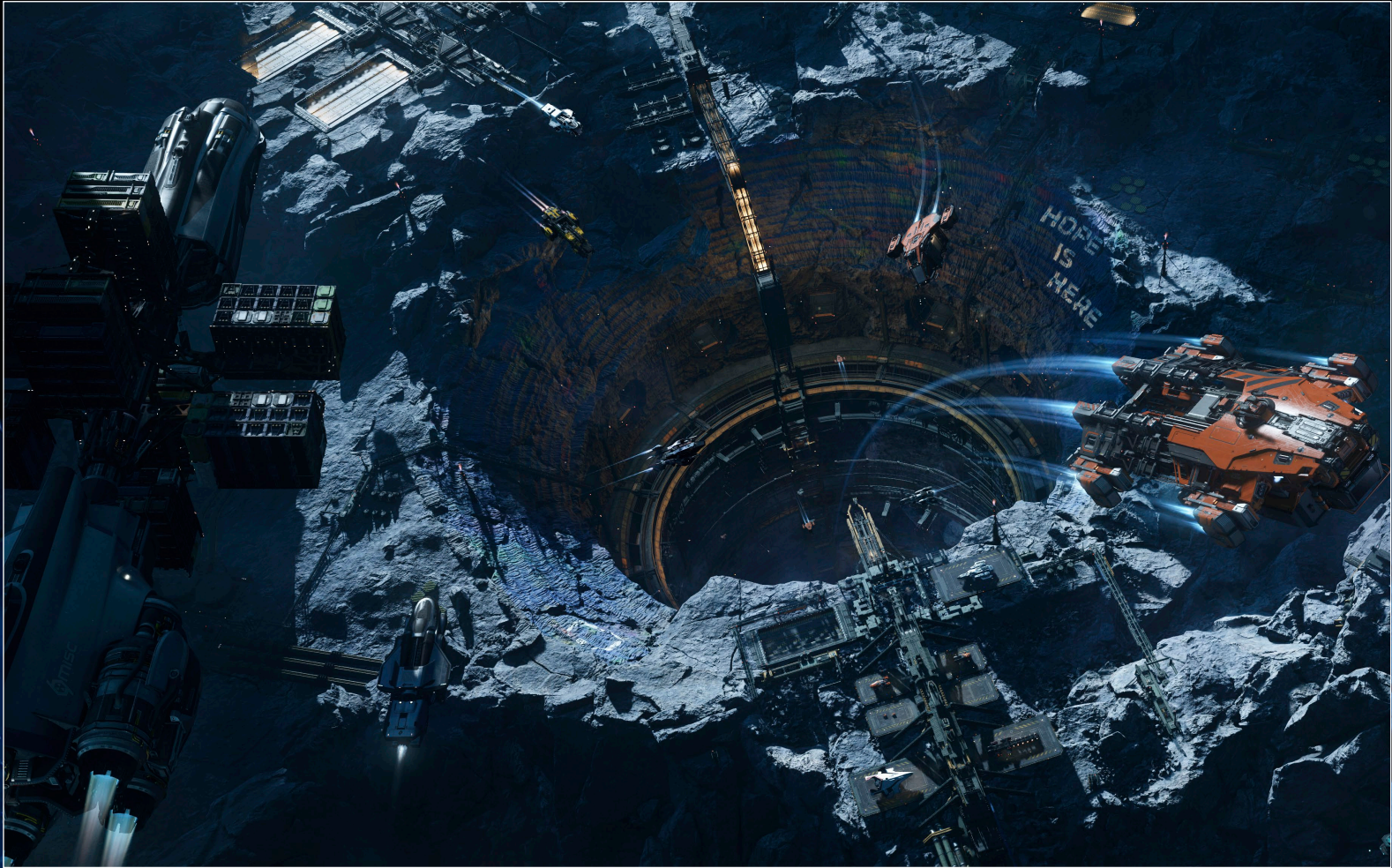
November saw the biggest content release of the year as the jump points to Nyx finally opened, giving the inhabitants of Stanton and Pyro an entirely new system to explore. Although not under UEE jurisdiction, Nyx isn't a lawless free-for-all, with rules designed to encourage personal freedom. This is enforced by the People's Alliance, the group behind the system's major outpost, Levski.

Nestled deep within the Glaciem Ring asteroid belt, this homely commune was built from a long-abandoned mining base. Whether you're just visiting, passing through on a mission, or hoping to put down roots, Levski is the heart of the system and home to whatever you need on your journey.

More locations and adventures will be coming to Nyx as the whole system is fleshed out over the coming few months.

EVENTS: IAE 2955

VEHICLES: DRAKE CLIPPER, DRAKE GOLEM OX, GREYCAT MDC, RSI PERSEUS, RSI SALVATION, KRUGER L-22 ALPHA WOLF









DECEMBER : ALPHA 4.5 DAWN OF ENGINEERING

An action-packed year ended with the release of Alpha 4.5 and the highly anticipated Engineering gameplay. Not only relevant to those working in the bowels of capital frigates and gunships, Engineering affects every pilot, whatever you do in the 'verse. It also encompasses another feature long in development, fire. Now, if power is mismanaged or components are damaged, fire can spread throughout a vehicle,

adding another level of immersion to flight. Engineering also brings multi-crew ships one step closer to their true potential, as they now work at their best with a coordinated crew each focusing on their specific roles, be it piloting, navigating, gunning, or managing power allocation, component health, damage, and fire.

EVENTS: LUMINALIA





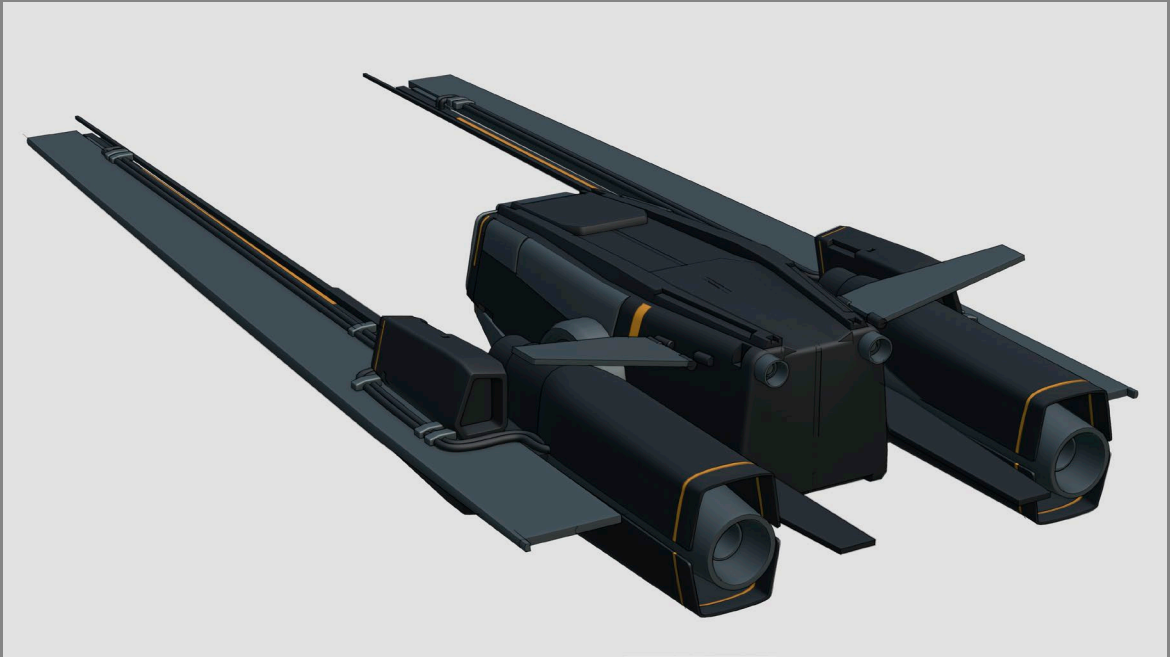


# BEHIND THE SCENES: DRAKE CLIPPER

An entirely new genre of ship is unusual in the 'verse, with the major careers and paths having been planned from the early days of the project. While each has been expanded massively and a few niche gameplay loops have been experimented with, such as filmmaking via the Reliant Mako, the tried-and-true collection of ways to make a living in 2955 has remained static.

This was still the case when the brief was submitted for the ship that would eventually become the Drake Clipper, though it would unexpectedly pave the way for a new class of vehicle as it was further developed.





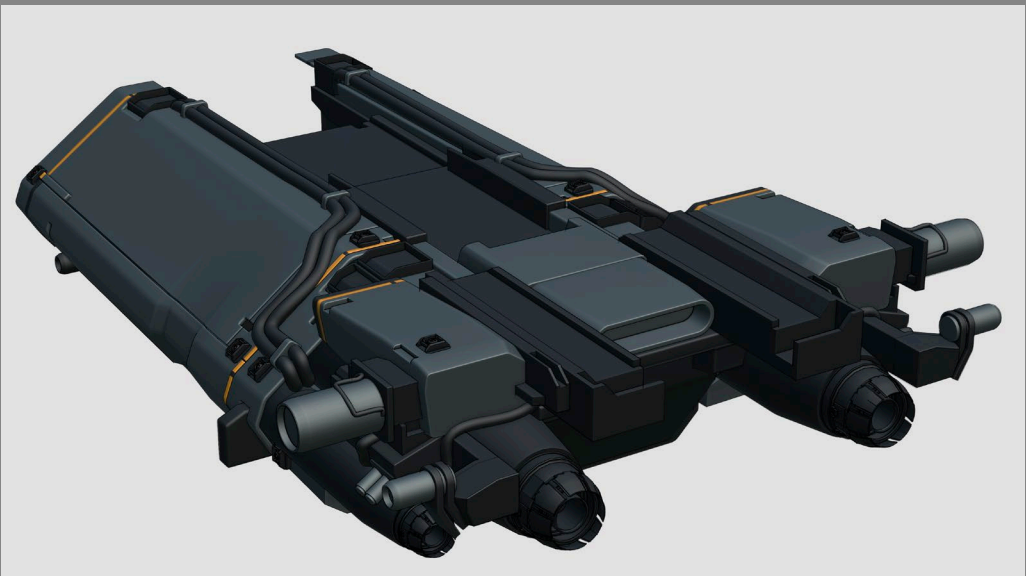
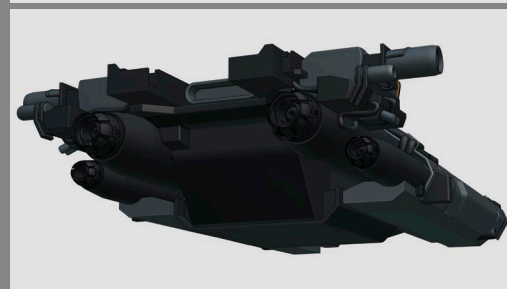
BRIEF 1: COMBAT MEDEVAC

A tough, medium-sized ship intended to be used for casevac in dangerous environs. The pilot's remote turret is able to provide cover to the ramp, making pickups in particularly active zones safer.

While vehicles evolve regularly in the very early stages of development, the first brief included some specific requests that would ultimately lead to change in role.

The Medevac is constructed over two levels. A front-facing ramp allows access to cargo and components, with a path to the medbay to the rear. Hab is at the top of a ladder going up from the cargo room and the cockpit is in front of the hab. Engineering/cargo area contains an FPS crafting terminal.

These specific requirements were explored when the ship entered into the visual exploration phase.







Following initial feedback, the Corsair-inspired asymmetrical design was chosen, thanks to its instantly identifiable Drake aesthetic and adherence to the brief.

However, following excitement over the approved design, a new brief was submitted to make the most of the ship and its shape. Rather than focusing on medical evacuation, the new brief stated the ship would serve a single player with everything they could need to thrive on their deep-space adventures.





**BRIEF 2: DRAKE SUPPORT VEHICLE**

*A small ship intended to be used for expeditions into unexplored areas. The medbed and crafting station help keep players prepared for any eventuality.*



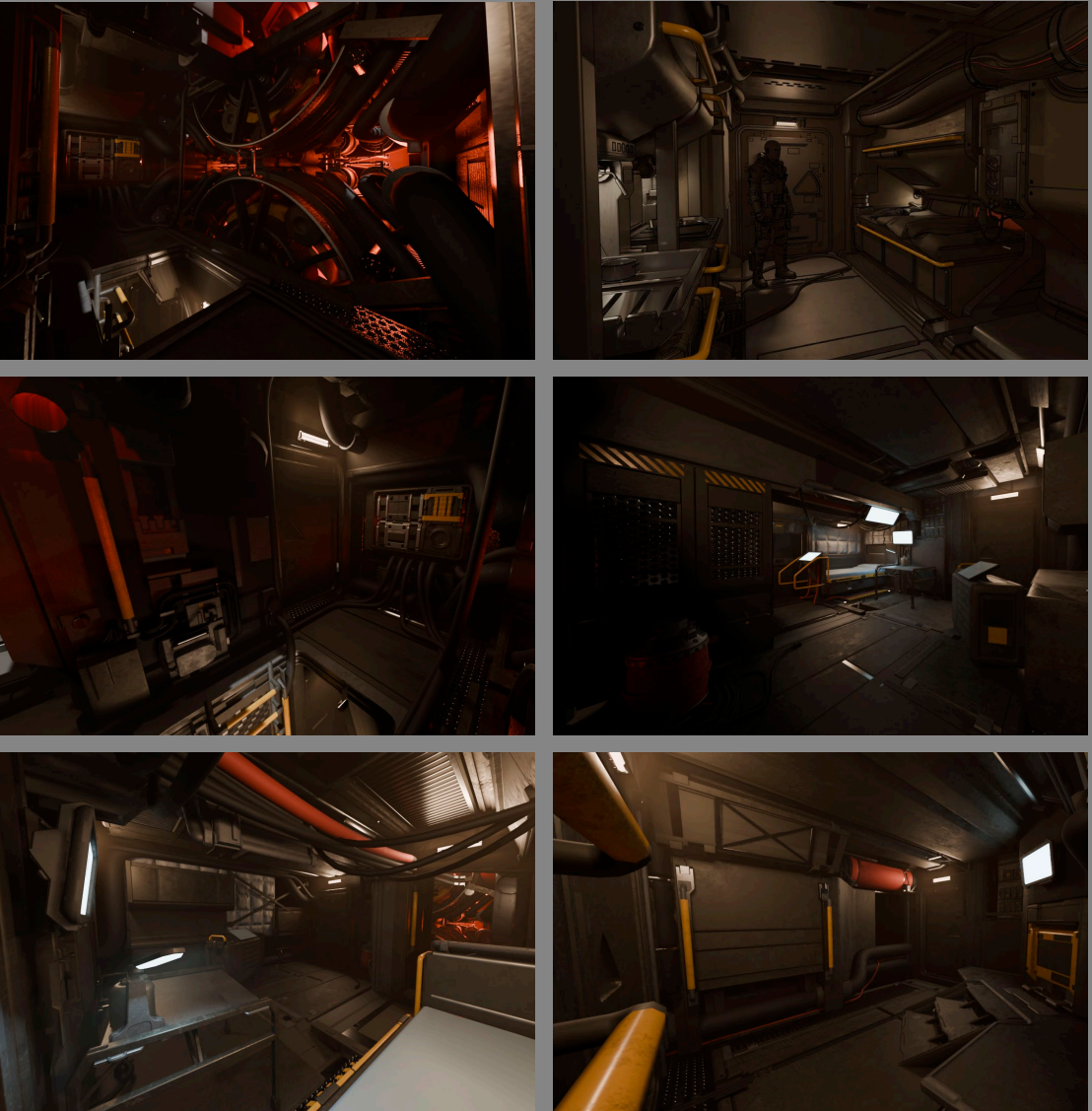
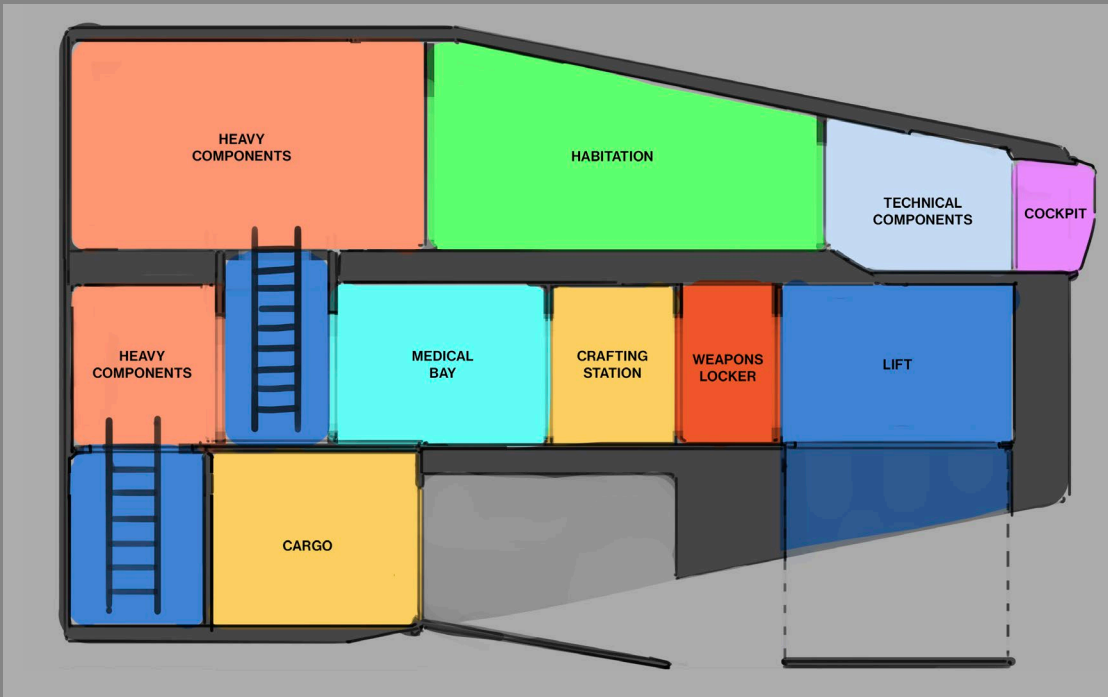
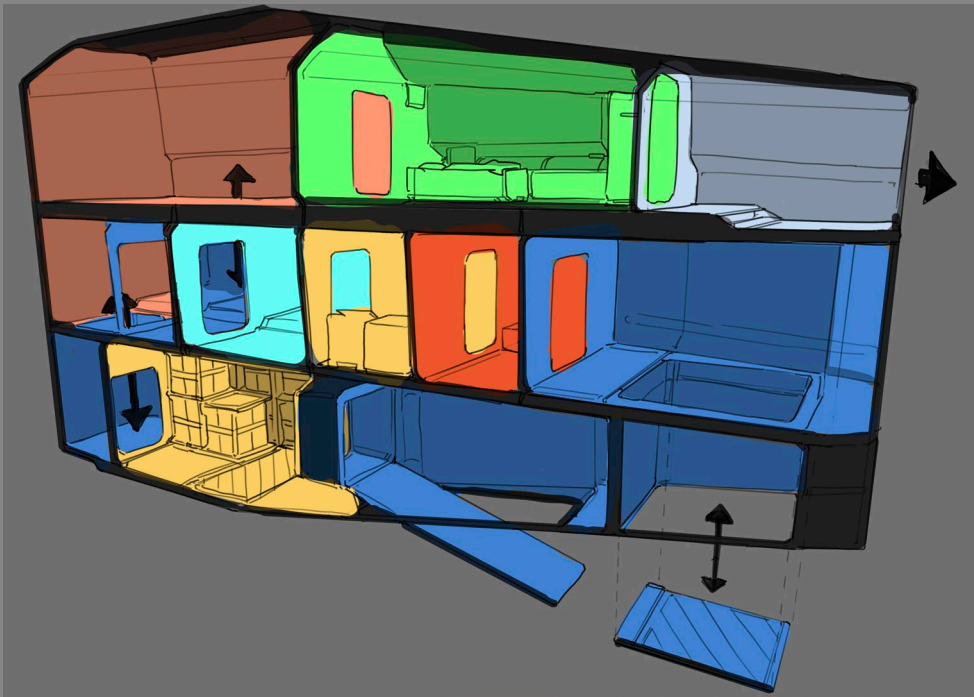
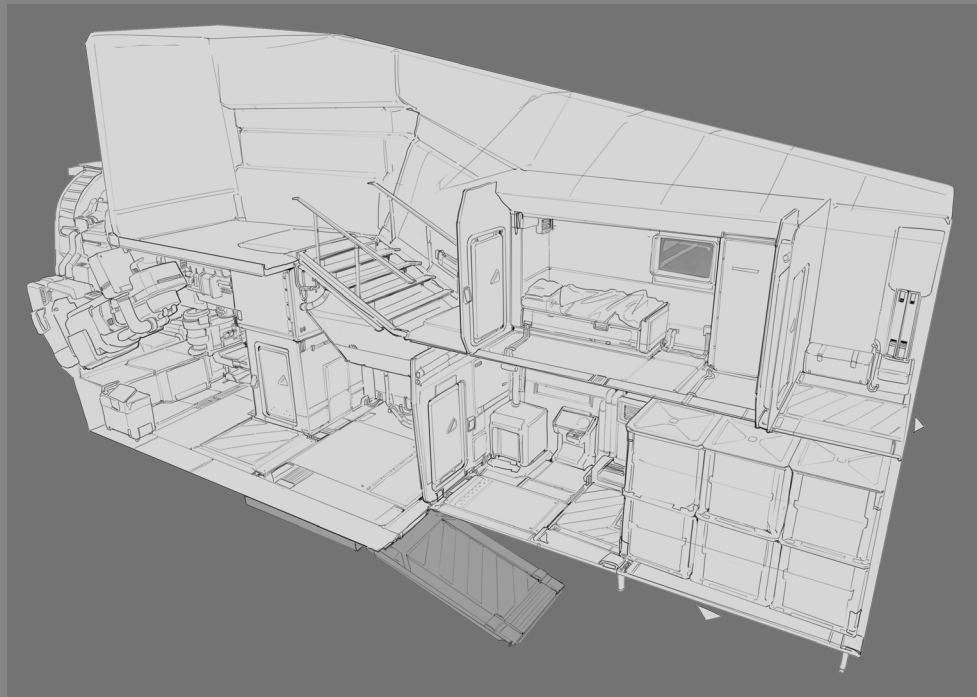


The exterior development progressed quickly with the new brief in mind. Additional Drake detail was added, while the wing proportions were adjusted to properly fit onto the prescribed small-sized landing pad. Weapon and thruster positioning was finalized too.

The ship's intended role was further discussed among the downstream teams, with the term 'Generalist' being used to describe its ability to support a single player in all of their endeavors. At this stage, it was considered a sub-category within the Exploration career, though this would be refined into its own classification as development progressed.













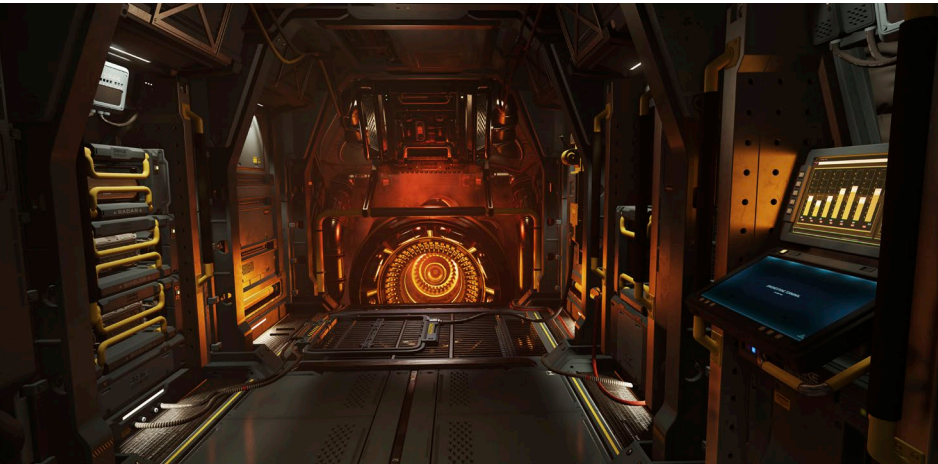
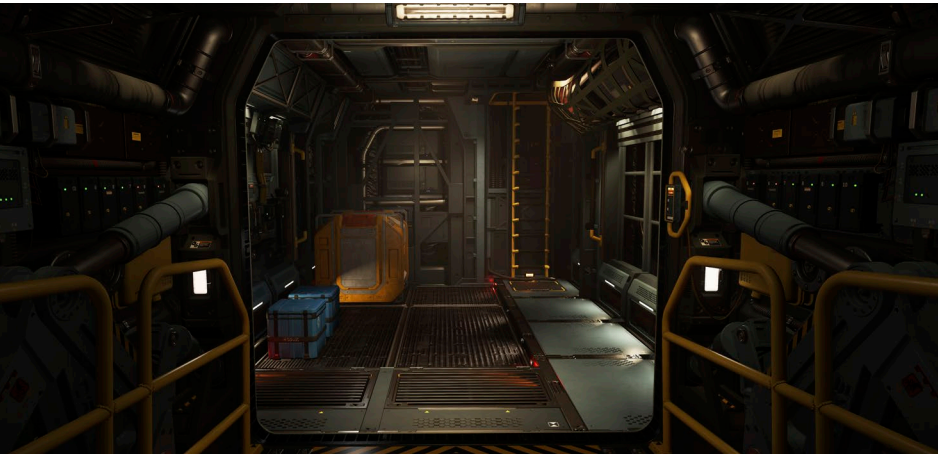


Once the layout and component specifics were signed off following review, full detail was added alongside the initial lighting pass. At this stage, specifics like cockpit ingress and egress and access between the crafting station and medbay were tested.





With the exterior and interior signed off, the Support Vehicle was available to the Marketing Art team, who created detailed images to showcase the ship to the community. It also passed through the Narrative team, officially receiving its 'Clipper' designation.







The Drake Clipper was unveiled to the Community at IAE 2955 as a do-it-all vehicle capable of sustaining a single pilot as they tackle everything the 'verse has to offer.







# PORTFOLIO: INTERSEC DEFENSE SOLUTIONS

Professionalism, procedure, and precision. These three ‘P’s are the cornerstones of InterSec Defense Solutions’ success according to founder Oyvind Gibbons. With their well-earned reputation of operational expertise, the private military firm has been the UEE Navy’s preferred sub-contractor for decades, helping to protect the empire in ways that the public doesn’t often get to learn about.

But to understand how InterSec got its start and earned the trust of the military, you would need to look back to one of the most turbulent times in the empire’s history – the fall of the Messers and the rise of a new democracy.

## A CALL TO ARMS

Oyvind Gibbons felt the call to serve from a young age. Enlisting in the UEE Navy at the age of eighteen, he excelled within the military thanks to his discipline, loyalty, and performance under pressure.

This was proven time and time again while on operations, but no more so

than the time when he led a mission to detain a group of slavers moving through the Nul System. His squadron had been pursuing them for weeks – flying through inhospitable landscapes, monitoring the most remote locations, all while keeping a low profile. It was demanding work, pushing many of his squadmates to their physical and mental limits, but through Oyvind’s composed and effective leadership, they were finally able to capture them and rescue over two dozen enslaved civilians.

After countless tours, achievements, and milestones, his twenty years of service landed him the title of Grand Admiral within the UEE Navy. When asked about what drove him, his response was always the same:

*“I have a duty to the people of the UEE, nothing else.”* However, the final ten years of his service would test his loyalty in ways he never imagined.

## AN EMPIRE IN TURMOIL

Under Linton Messer’s brutal rule, Oyvind began to have doubts. His track record and respect within the military saddled him with more

responsibilities, but conversely his orders became increasingly oppressive. At the time, there was a growing upheaval among political dissidents and the Emperor used the military to push back against protestors. As recounted in extracts from his personal journal during this period, Oyvind expressed that he felt that he had become a thug disguised as a soldier.

Despite his misgivings, he held onto the ideals of the Navy that had drawn him to serve in the first place. He tried to leverage the power of his rank to focus on the good he could do for the people of the empire. However, as time wore on and the regime became more unstable, he was unable to keep his hands completely clean. More and more often, he was tasked to help quell the growing insurrection. Wherever he was able, he chose to show compassion and reason, minimizing harm as best he could. When he ordered a squadron to disperse a group of protestors outside a government building on Earth, he had them outfitted with non-lethal weapons to minimize casualties – a move that drew the ire of many Messer loyalists.

*“Those were dark times. Everyone did what they had to do keep their*

*head above water. It’s not a period of my life I like to talk about,”* Oyvind stated solemnly in an interview for a documentary series regarding the Messer Era.

But when Oyvind learned of the genocide of the fledgling sentient species on Garron II, he decided the time had come to take a stance.

## A ROYAL SUMMONS

No longer able to be complicit to a government so divorced from the principals he held dear, Oyvind Gibbons felt he was left with no choice – he resigned as the Grand Admiral of the UEE Navy.

In a rare move, Linton Messer rejected his letter of resignation. He claimed that to resign was treason and a soldier’s service was until death. Summoned to his chamber, Oyvind and the Emperor had a heated confrontation witnessed only by Linton’s closest advisors. In the aftermath, historians speculate that Linton was cautioned against executing Oyvind, that his standing within the military could potentially





cause ripples throughout the UEE – that other high-ranking members of the military may leave, or worse: form a coup.

On his official service record it states: *“Oyvind Gibbons was dismissed on the grounds of ‘not being fit for active duty’”,* and after 30 years serving in the UEE Navy he left.

Despite now being free of the military, Oyvind felt listless. He took no joy in his dismissal and had no interest in overthrowing the established government, so he struggled to process the anger he felt towards the UEE’s rulers.

**FROM THE RUBBLE AND RUIN**

When Linton Messer was eventually overthrown and Erin Toi became the first Emperor appointed by the people, Oyvind still remained distrustful of this “new” UEE. Toi vowed to govern under the principals of ‘social consciousness,’ leading to a reduction of the military, causing many of Oyvind’s former comrades to be forced out of the Navy.

Oyvind began to organize meetings with his fellow veterans. Initially, they were social events to rekindle the connections and comradery of the military, but they were also a way to support those that were struggling with the dejection they felt from losing their jobs.

*“I don’t know what I would have done without that group, they were my lifeline,”* former Commander Beverly Vanatta stated in an interview. Sharing the same distrust of the government but eager to serve their people, the group began to discuss the idea of forming a private militia. One that would only be accountable to themselves and the shared values they held. The group naturally turned to Oyvind, as the most senior member amongst them.

Eager for a fresh start, Oyvind agreed and the group founded their private security company under the name InterSec. They started small: local defense contracts for fledgling settlements, protection services for charitable organizations, and soon their reputation began to spread.

**GIVING THEM A FAIR CHANCE**

In 2795, the Fair Chance Act was enacted, placing developing planets under UEE protection so their primitive species could develop free from outside interference. This new mandate required personnel while the government still tried to ferret out Messer loyalists, so the UEE announced that they were looking for highly skilled private contractors as the initial security force to protect the planets, until they felt confident that they could transition security to the military’s purview.

Hearing the news and feeling that call to action once more, Oyvind submitted a bid for InterSec to handle the security.

Wary of the optics of hiring Linton Messers’ Grand Admiral to protect planets placed under an act that was designed in response to the atrocities committed by that dynasty, the new Emperor was initially skeptical. But despite these hesitations, the depth of experience and skill of InterSec far outweighed that of the other bidding competitors, so Toi decided to grant the contract to InterSec.





UNDER HEAVY FIRE

InterSec set up perimeters around Osiris I, regular patrols, and intelligence operations to inform their planning. Their military expertise was exactly what the UEE needed and briefly, the contract appeared to be going well.

But not everybody shared Emperor Toi’s forgiving nature. Members of the government and public were outraged that the ‘new’ UEE would use former Messer military. The Terra Gazette wrote a ruthless hit piece on the government’s use of InterSec, describing them as “*amoral executioners masquerading as soldiers to seduce a morally bankrupt Emperor.*” The new government was facing mounting political and public pressure, with some calling for Toi to resign.

In the midst of this, a news story broke that a UEE-controlled refueling station near Osiris I had been seized by outlaws. Attempting to capitalize on the empire’s disorganization, they threatened to destroy the station and the dozens of hostages unless they were given an exorbitant amount of credits. Their leader stated that if they spotted a single UEE patrol ship, they would start killing hostages.

Oyvind orchestrated and presented a careful rescue mission to Emperor Toi.

PROFESSIONALISM, PROCEDURE, AND PRECISION

The outlaws barely knew what hit them when InterSec infiltrated. Within an hour of launching the operation, they’d freed the hostages, captured the outlaws, and secured the station.

Impressed and perhaps even intimidated by the efficiency of their work, the public’s perception of the InterSec began to shift. Over the course of a year, they were able to protect the planet from any outside interference using a combination of deterrence and decisive action. At the end of their contract, they performed a seamless handover and returned control to the UEE military.

The UEE’s use of InterSec continued to rise while the company expanded into private sector work. Able to operate places where the empire might not be as free to act, they helped lead a daring extraction of a high-profile member of Congress who had been abducted and taken to the Tal System, and in 2809 they gained further recognition for successfully defending large groups of displaced refugees caught in the attempted militia coup on Elysium IV.

Most recently, the UEE have employed InterSec in Nyx, attempting to keep the empire safe from the emerging Vanduul threat while not formally violating the independence of the local government, the People’s Alliance.

Almost two hundred years on, InterSec have maintained their excellent reputation. Expanding their ranks with numerous highly skilled operators, the company has grown but their core values have remained. Many of its original founders are no longer here, but engraved on the wall of their corporate headquarters on Kilian VII are the words of its founder:

“Nostrum Officium Populo.”

Our Duty to the People.

